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Riddell

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SPORTS

NFL 2K2



PLAYERS 2K

# WARNING: READ BEFORE USING YOUR XBOX™ VIDEO GAME ENTERTAINMENT SYSTEM.

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

***Immediately stop playing and consult a doctor*** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

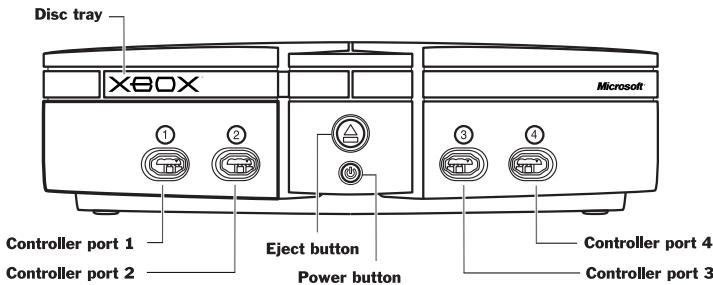
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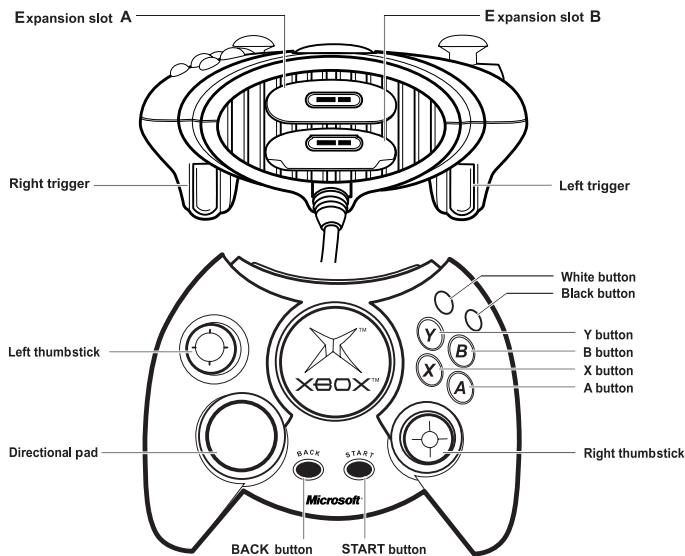
## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the NFL2K2 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing NFL2K2.



## USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play NFL2K2.



## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## CONTROL SUMMARY

### Virtual Control

Are you more than ready to take it to the opposition, but tired of trying to remember all those buttons? Well, for those of you who just want to get down to the business of playing football, allow Sega Sports to introduce you to your new best friend, Virtual Control. An analog-focused control system that will allow you to perform any of the game's moves without ever moving your hands from a natural position on the thumbsticks. Virtual Control will get you closer to the field than ever before. Getting the most out of this advanced control mode will take some practice, so be sure to look at how this system works by examining Virtual Control commands, found in parentheses () alongside their standard companions throughout this manual.

### Menu Controls

| Button                 | Action   |
|------------------------|--|
| left thumbstick        | Highlight menu options                             |
| A                      | Select / Scroll through the highlighted selections |
| Y                      | Secondary select / Reverse scroll                  |
| X                      | Command Help Menu                                  |
| B                      | Cancel Selection                                   |
| left thumbstick button | Change Focus                                       |
| left trigger           | Cycles Through Options                             |
| right trigger          | Cycles Through Options                             |
| Black                  | Cycles Through Options                             |
| White                  | Cycles Through Options                             |

### Coach's Corner: Getting Help

If at any time you need help navigating through the menus, press X and a help screen will help you find the way.

### General Gameplay Controls

| Button                  | Action                                |
|-------------------------|---------------------------------------|
| Start (during gameplay) | Pause Menu                            |
| left thumbstick         | Highlight formations or play sets     |
| <b>CALLING PLAYS</b>    |                                       |
| Button                  | Action                                |
| left / right triggers   | Toggle through formations             |
| A                       | Select Formation or play              |
| B                       | View Previous formations or play sets |
| Y                       | Flip play or formation                |



### Coach's Corner: Bluff Mode

Hey, no cheating! When you are playing against another human opponent, the last thing you want them to know is what play you are calling. To keep the information secret, press the A button and keep it held down. You can then scroll through other pages of plays or formations to hide your play. When you release the A button, it will call the play you originally selected.

When you are playing a game with more than one person per team (e.g. two-on-two), either player on the team can select a play. If you are on offense, the first player to enter a play will be the quarterback. Be careful, though. Both players will be able to select the play at the same time, so you will want to designate who the playcaller will be.

## ON OFFENSE

### Coach's Corner: AI Play Calling

Stuck on what play to call? Then ask NFL 2K2 for assistance. During play calling, press the A Button once and either the offensive or defensive coordinator for your team will suggest a play. Press the A Button again to accept the selection.

### Before the Snap

#### Button

left thumbstick left/right  
left / right triggers

#### Action

Send eligible receiver in motion  
View receiver's button assignments,  
player names and fatigue levels.  
Hurry players to the line of  
scrimmage/snap ball  
Call up the Audible Menu  
Fake snap signal



### No-Huddle Offense

Time running out? Need to score quick? Want to try catching the defense off guard? Then try running the no-huddle offense. Press the Y (right thumbstick stick up) button immediately after completion of the play to quickly run the same play again. You can always call an audible once you've gotten your team set at the line, you just need to hurry them back to get the play off quickly.

## THE RUNNING GAME

In the NFL, you can't say enough about the importance of a good running game. Not only does running the ball allow you to move your team down the field, control the clock, and wear down opposing defenses, but if you make a defense respect your running game, it can lead to good things through the air, as well. That said, you can see why grinding it out on the ground will be crucial to your success. Let's take a look at NFL 2K2's running controls:



#### Button

A (left thumbstick button)  
left / right triggers (right thumbstick  
down left or down right)  
Black / White (right thumbstick stick  
up left or up right)  
X (right thumbstick button)  
Y (right thumbstick up)  
B (right thumbstick right)  
Instant Energy

#### Action

Speed Burst / Power Move  
Juke Move  
Stiff Arm Left or Stiff Arm Right  
Dive  
Hurdle or High Step  
Spin Move  
Press and hold A (left thumbstick  
button) while running to fill the  
player arrow completely, then  
press any special move button to  
perform a more powerful move.

### Coach's Corner: Spin City

NFL 2K2's refined control system features spin moves never seen in video game football, however, it's probably a bit different than you're used to seeing. Just like the real thing, pressing the spin button will only prep you for contact. The ball carrier won't actually attempt a spin until he initiates contact, so be sure to remember that when you're trying to give defenders the shake. You'll thank us later.

## THE PASSING GAME

### Run Types

There are several ways to move the ball on the ground, and understanding your plays can be the key to making good things happen. Here are some key terms that should help get your motor running:



**Draw:** Find yourself up against a blitz-happy defensive front? Then chances are, a well-executed draw will hit 'em where it hurts. These delayed run plays suck the defense in and wait 'till the last possible second to explode out of the backfield. If they work, you'll gain big. If they fail...better luck next play.

**Dive:** More of a power back's specialty, these plays work best when you duck your head, protect the ball, and hit the hole directly in front of you as hard and as fast as possible.

**Counter:** These plays are designed to fool a defense into thinking a play is going one way, only to break out in the opposite direction. The better job your offense does of blocking and selling the fake, the more likely you are to rack up major yards on the carry.

**Trap:** As the name would imply, traps are designed to trick a linebacker into overcommitting to a particular place on the field. If you can get them where you want them, your running back will see more than enough daylight.

**Pitch/Toss:** The hallmark of speedy backs everywhere, the toss is something you've probably seen before. These plays are designed to get the ball to the outside of the field and take advantage of slower defenses.



### Coach's Corner: In the Zone

The key to any good running game is following the play. To that end, if you want to avoid getting your face planted in turf, understanding zone runs is crucial. In any run play with the word "zone" in the title, the running back isn't necessarily supposed to follow the play arrow. The idea is basically to let the line do its thing and for you to find the hole as you hit the line. So if you really want to tear it up, don't be afraid to go your own way to find "the zone."

As much as we all love an effective rushing attack, there's something to be said for the versatility of the passing in the NFL. Not only can the best quarterbacks kill you with short passes that wear down the defense (much like the run), but nothing quite trashes the morale of the opposition like connecting on a long bomb for the quick six. If you want to learn how to effectively move the ball through the air, this is the place to start:

| Button     | Action                                     |
|------------|--|
| Any button | Pass to that receiver (double tap to fake) |



### Coach's Corner: Stand and Deliver

Can't seem to connect with your favorite receiver? Well, that's probably because you're not giving your QB a fighting chance out there. NFL 2K rewards performers who play like the pros, so things like getting set before you throw, staying in the pocket, and avoiding those 30 yard drop backs will help get your completion percentage up to a respectable level.



## Quarterback Scramble

Even the best offensive line is going to let a defender through every once in a while, so you'd better be ready to get out of the way. Hold down the right trigger and your QB becomes a runner so that you can scramble out of the way. Use the right trigger with the buttons below to pull off some power moves to evade would-be tacklers. Once you've crossed the line of scrimmage, you can't pass the ball anymore, so you can let go of the right trigger button and run the play like a normal running back would.



### Button

Black / White  
(right thumbstick down left or  
right thumbstick down right)  
right trigger + A (left thumbstick button)  
right trigger + B (right thumbstick right)  
right trigger + X (right thumbstick button)  
right trigger + Y (right thumbstick up)

### Action

Juke Move  
  
Speed Burst / Power Move  
Spin Move  
Slide / Dive  
Hurdle

\*Note, These commands are for the QB behind the line of scrimmage.

### Coach's Corner: Throwing on the Run

Sometimes the defense will bite on a QB scramble and the cornerbacks will come up to try and tackle him. But as long as you are behind the line of scrimmage, you can still pass the ball. So, if you see a cornerback leave his receiver, let go of the R1 button and pass the ball.

## Pass Types

If you expect to make a career out of directing the passing game, you've got to know the best way to put the ball in the air. Here are some of the basics... the intangibles will come with experience:

**Normal Pass:** If you've ever watched highlights on the evening news, you've seen it a million times. Drop back, find your receiver, and let 'er rip!



**Play Action:** In this pass type, the QB attempts to convince the defense that a handoff has occurred, and from there, it is the running back's job to continue the illusion. If he can get a safety or linebacker to bite on the fake, you can bet there will be a happy receiver somewhere on the field just waiting to be fed the ball.

**Bootleg:** A classic exercise in misdirection, the QB uses a bootleg to fake a handoff one way, then runs or "rolls out" to the opposite side. He then has the option of running or passing, depending on the type of coverage the fake (and the threat of his run) provides.

## Maximum Passing

If you want total control over your offensive results, turn on Maximum Passing from the Controller Assignment Screen. With Maximum Passing activated, you can lead your receivers to thread the ball in front of, behind and around the defenders. To use Maximum Passing, press the left analog stick in the direction in which you want to adjust the throw. Press a little for a small adjustment; press harder for a bigger adjustment. For example, to lead the receiver, press up on the left thumbstick. To throw behind and to the left of a receiver, press down and left.

### Coach's Corner: Bombs, Lobs, and Bullets. Oh, My!

With Maximum Passing, you've got total control over getting the ball into the receiver's hands. Tapping the pass button lobs the ball to the receiver – that's good for letting a receiver run underneath it, but gives time for the defenders to close on the ball. Holding the pass button down longer (making sure to release it before the ball leaves the quarterback's hand) will result in a normal throw. Finally, holding down the button past the ball's release will result in a bullet pass – great for when you have to get it to the receiver quickly.

## THE RECEIVING GAME

Coming down with that big catch can be about so much more than getting your hands on the ball. The best receivers run precise routes, have unshakable concentration, and have a knack for being in the right place at the right time. While we can't help you with your timing on your post routes, we can get you started with these:



### Catching a Pass

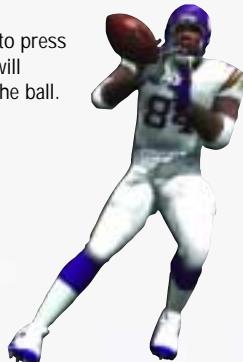
#### Button

B (right thumbstick right)  
X (right thumbstick button)  
Y (right thumbstick up)

#### Action

Select receiver nearest the ball  
Dive for pass  
Jump for pass

Note: When catching a pass, it is not necessary to press an action button, but doing so at the right time will increase your chances of successfully catching the ball.



## ON DEFENSE

As important as it is to put points on the board, the road to many an NFL championship begins and ends with a solid defense. Stuffing the run, shutting down the pass, and causing turnovers are a big part of the equation, but learning how to handle yourself on the field has to start here:



### Before the Snap

#### Button

B  
left thumbstick  
right / left triggers  
right / left triggers

A (right thumbstick button)  
X (right thumbstick left)  
Y (right thumbstick up)

#### Action

Select a defender  
Re-position defender  
View players (with defensive back selected)  
Shift defensive line (with defensive lineman selected)  
Hurry players to line of scrimmage  
(at line of scrimmage) Pump up the crowd  
Call audible.

### Coach's Corner: Hands Free

Would you rather be the strategist than the tactician? Afraid you're about to get lit up? On defense you don't have to take control of the players – you can let the AI take care of it if you want. Just make sure you don't touch the controller (either moving the left analog stick or pressing a button) and the AI will do the rest. If you do touch the controller, it's up to you – you will be in control of one of the 11 players on defense.

## After the Snap

| Button                     | Action  |
|----------------------------|---|
| B (right thumbstick right) | Take control of the defender nearest to the ball. |
| A (left thumbstick button) | Speed Burst                                       |
| X (right thumbstick down)  | Dive / Tackle                                     |
| Y (right thumbstick up)    | Jump to knock down or intercept a pass            |
| right / left triggers      | Defensive Line Special Move                       |



## Defensive Line

NFL 2K2 contains a series of special moves for the defensive linemen, including spin, club, under and swim moves. Depending on a player's position and attributes, one of the moves will be performed when the special move button is pressed.

| Button        | Action                      |
|---------------|-----------------------------|
| left trigger  | Perform a move to the left  |
| right trigger | Perform a move to the right |

\*Note, you have to be engaged by a blocker to execute a special move.

## Coach's Corner: Using The Right Player

Before the snap, use the B button to select which defender you are controlling. Try to use a lineman or a blitzing linebacker or safety - that way all you have to worry about is getting to the QB or hitting the running back in the backfield. If you select a cornerback or a safety that is dropping back in coverage, you won't be able to see the man you're supposed to be defending if he runs off screen. This leaves you open for big pass plays.

## Defensive Strategy

As important as your on-field performance is, a defense's ability to stop a play can sometimes be less a matter of how well you crush the QB, and more about who you put on the field and how you tell them to cover the field.

### PACKAGES

**Base:** Any good defense starts with a solid foundation, and your team's Base package is their first line of defense against Run/Pass situations. Depending on their defensive philosophies and personnel, some teams use a 3-4, which contains 3 linemen and 4 linebackers. Others use a 4-3, which features 4 linemen and three LBs. These packages are mainly good against the run and basic passing situations featuring only two receivers.

**Nickel:** Passing teams just love to throw extra receivers at your defense, and the nickel gets its name from the addition of a 5th defensive back in place of a linebacker to help deal with these situations. As passing defenses go, the nickel is better against the run than most, but often isn't enough against high-powered passing attacks.

**Dime:** A dime is twice as valuable as a nickel, so it only makes sense that this package refers to the addition of 2 extra defensive backs, giving your defense a formidable counterattack against teams that love to air it out. This is probably your best bet against a team that leans towards passing the football.

**Prevent:** If you've tried the dime and you're still getting torched through the air, prevent is a good way to keep from getting killed on those long balls. This defense features a whopping 3 extra DBs, and is an all-out declaration of war against the passing game. The only problem is, this type of defense can really hurt you against an effective power game.

**Goal Line:** Anyone care to take a stab at what this little number is used against? Yep, you guessed it, goal line stands. Swap out DBs for extra defensive linemen, and you'll be more than ready for those short-yardage situations.

## SPECIAL TEAMS

### Coverage Types



**Man-to-Man:** Simply put, a defender in man-to-man is assigned to an offensive player, and has to put a stop to his attempts to burn the defense. Useful when you've got a match-up in your favor, but be careful about going man-to-man when you're facing a more talented opponent.



**Loose Man-to-Man:** This coverage is a lot like regular man, but you allow your man a "cushion," or a certain number of yards between you and the defender, to ensure that he doesn't beat you deep. This coverage is used by teams that are willing to give up a few yards underneath, but don't want to see a team beat them deep.



**Bump-and-Run:** Another man-to-man coverage, the bump-and-run gets its name from the way the defender will try to delay his man's route by "bumping" him in mid-stride. If he plays the bump effectively, the receiver's route will be off, which can cause all sorts of trouble for the offense. Use this defense to buy your pass rush some time when teams are passing quickly off the line of scrimmage.



**Zone:** Again, this isn't exactly brain surgery, folks. Zones call for defenders to cover a certain part of the field. If any offensive player comes in to the defender's zone, the defender is required to pick that player up. A well-played zone can be effective against a multiple-receiver attack.

Though they're usually the last guys you hear about on the football field, having quality special teams can make a difference in the game. Pinning the opponent inside their own 5-yard line or nailing a 40+ yard field goal can be key. To make sure you work on your kicking game as well as your offense and defense, take a good look at these controls:

### Kicking the Ball

1. Set the ball trajectory and direction with the left thumbstick. Be sure you take into account the movement of the arrow, it will drift if you let go of the stick.
2. Press A to snap the ball / start the play.
3. Press A again to stop the power meter as close to the top as possible for a booming kick.

### Receiving Punts and Kickoffs

| Button                             | Action                                   |
|------------------------------------|--|
| left thumbstick                    | Control return man after reception       |
| Y (before catching ball)           | Fair Catch (on punts only)               |
| Y (after catching ball)            | Down the ball (In the end zone only)     |
| Hold left trigger or right trigger | View selected player names on both teams |

### Coach's Corner: Punt and Live to Score Another Day

Getting pummeled by your opponent? Can't stand kicking the ball away on 4th and long? Well, rookie, perhaps it's time to put two and two together and consider a little thing called field position. When you repeatedly give the AI a short field (as in, 50 yards or less until they hit paydirt), it makes their job way too easy. So what do you have to do to keep from getting spanked like a kid who got caught with his hand in the cookie jar? In the same sense that you hate starting off inside the 20, so does the opposition. In short, when you're out of field goal range and don't have a prayer of moving the chains, suck it up and punt on 4th down. It's that simple.

## GAME SET-UP

After the NFL 2K2 title screen has appeared, press the START button to see the main menu screen. From here, you can jump to any one of your favorite game modes. Need to brush up on your game? Head on out to the practice field to run the plays in your playbook. Ready for next week's game? Then head on over to Exhibition, Season, Tourney or Playoff to get into the game.

## Main Menu

**Practice:** Brush up on your favorite team's formations and plays

**Tourney:** Set up a tournament with 4, 8 or 16 teams.

**Exhibition:** Select two teams and head on out to the field

**Season:** Are you ready to take your team all the way to the Super Bowl?

**Franchise:** Take over the job of general manager and coach as you guide your team from season to season. You will have to cut and sign players, draft college kids, and manage the salary cap in your quest to build a dynasty.

**Options:** Change the game settings

**Quick Start:** Let the computer choose the teams for a quick exhibition game.

**Customize:** Design your own plays, players, and teams.

## Options Menu

Customize the way you want to play NFL 2K2 prior to kickoff with this menu. Press the A button to cycle forward through an option selection, press the B button to cycle backward.

|              |   |
|--------------|---|
| Weather      | Time of Day, temperature, precipitation, wind, and speed.                           |
| Game Options | See Game Options Menu (see pg 20).  |
| Controller   | Adjust the control / button settings  |
| Credits      | Find out who worked on NFL 2K2  |
| Presentation | Adjust the game amenities (action replays, commentary, sound effects, volume, etc.) |
| Penalties    | Control the frequency of any penalty.   |

## Replay Controls

Need to see that play again? Want to rub it in your friend's face after the big score? Then bring up the Replay feature of NFL 2K2 from the pause menu to view the last play again.

| Button                | Action                  |
|-----------------------|-------------------------|
| X                     | Play at real time speed |
| B                     | Zoom Out                |
| X                     | Zoom In                 |
| Y                     | Replay Panel ON / OFF   |
| left trigger          | Rewind (analog)         |
| right trigger         | Fast forward (analog)   |
| D-Pad                 | Move aim indicator      |
| left thumbstick up    | Pan High                |
| left thumbstick down  | Pan Low                 |
| left thumbstick left  | Pan Left                |
| left thumbstick right | Pan Right               |

\*Note: While moving the aim indicator, you can also "lock on" to any player to follow them throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track.



## EXHIBITION PLAY

### Game Options Menu

Select Game Options from the Main Options Menu and adjust the following settings.

|                     |  |
|---------------------|--|
| Quarter Length      | 1 – 15 minute quarters   |
| Difficulty          | Rookie, Pro, All Pro   |
| Play Calling        | By formation or by Package   |
| Game Speed          | Slow, Normal, or Fast  |
| Fatigue             | On or Off  |
| Advanced Line Moves | On or Off  |
| Injuries            | On or Off  |
| Coach Mode          | On or Off (when on, you pick the play, NFL 2K2 handles the rest)   |
| Tutorial            | Learn the game directly from NFL 2K2. This is perfect for new players as onscreen menus will guide you through the game. |
| Performance EQ      | On or Off (when on, both teams will have the same skill level)   |



#### Coach's Corner: Performance EQ

Performance EQ will balance two teams stats so you are playing on an even playing field.

Now that you've got all the basics down, let's head on out to the field and throw the pigskin around. Here's the flow of all the menus and screens you see as you set up an Exhibition game.

#### Choosing Teams

Use the left analog stick to move your controller icon to either the team on the left (visitors) or the team on the right (home team). Then press the left and right triggers to scroll through the list of all the teams available in NFL 2K2.

#### Controller Assignment Screen

Once you've selected the teams, the Controller Assignment screen appears. Press the left thumbstick or directional buttons LEFT / RIGHT to align your controller with the team you wish to command. If you wish to use Maximum Passing (and you should to get the ultimate NFL 2K2 experience), press the A button to toggle it on. When everything is set the way you want, press the START button to advance to the game.

#### Coin Toss

Visiting team gets to call it. Winner of the toss gets to choose whether to kick or receive. Loser chooses which goal to defend. Following the coin toss, the special teams play calling screen appears.

#### Selecting your Plays

If you want to get to the Super Bowl, you'll have to have three key ingredients: talent, teamwork, and execution. This is isn't old school AI where you could call the same plays over and over again. To win, you are going to have to mix up your plays on offense and defense. Play to your team's strengths. For the offensive playbook, passing plays are displayed in blue and running plays are displayed in red.

## Pause Menu

The Pause Menu allows you to stop gameplay and call a timeout, select your audibles, make substitutions, view the replay, change the game options and controller configuration, adjust the game camera angles, and view the current stats. When you are playing with more than one person, the player who pressed the START button to enter the Pause Menu has control of selecting all of the above options.

## RANDY MOSS Bio

When the Minnesota Vikings need a big play, they know who to turn to - No. 84, Randy Moss. The defense knows it too, but there's nothing they can do to stop him. Over the defenders, under the defenders, one-handed, two-handed, forward or backward, all the QB has to do is get the ball near him and Moss will come down with it. In 1998, the rookie sensation from Marshall University caught 69 passes for 1,313 yards. OK, nobody knew how good he was - the defense would catch up to him in his second season, right? Wrong. His encore performance was 80 catches for 1,413 yards. He topped that in year three with 77 catches for 1,437 yards. What will year four hold? Find out in your season on NFL 2K2 and watch him on television each week.

- Went to DuPont High School with NBA standout Jason Williams.
- Twice selected as Virginia's High School Basketball Player of the Year.
- Was a Business Major while attending Marshall University.
- Scored 53 touchdowns in just two college seasons before turning pro.
- NFL Pro Bowler in each of his first three seasons.
- Holds two Pro Bowl records, receptions (9) and yards (212) in a single game.
- Drafted 21st in the first round of the 1998 NFL Draft

### STATS:

Height: 6'4"

Weight: 204

Birthdate: 2/13/77

College: Marshall University

Hometown: Rand, West Virginia

| Year       | 1998 | 1999 | 2000 | Career |
|------------|------|------|------|--------|
| Games      | 16   | 16   | 16   | 48     |
| Starts     | 11   | 16   | 16   | 43     |
| Receptions | 69   | 80   | 77   | 226    |
| Yards      | 1313 | 1413 | 1437 | 4163   |
| Average    | 19   | 17.7 | 18.7 | 18.4   |
| Long       | 61   | 67   | 78   | 78     |
| TD         | 17   | 11   | 15   | 43     |
| 40+ Yards  | 14   | 8    | 8    | 30     |



## GAME MODES

From the Main Menu, you've got a ton of choices. Here is a quick description of all of the different game modes that NFL 2K2 has to offer.

### Practice

Practice makes perfect. Head on over to the practice field to learn the formations and plays of your favorite team. Fine tune the running game, learn the timing of your passing routes, and find your defensive positioning. Once you're into Scrimmage Mode, you have a number of different styles of practice.

|                       |  |
|-----------------------|--|
| Special Move Practice | Get a feel for the controller and how to perform special moves         |
| Full Scrimmage        | Line up against another team   |
| Offense Only          | Work out the kinks in your offense without a defense to get in the way |

### Tourney

Choose either to play in a new tournament or load a previously saved one. Select your teams and determine human or CPU control for each team of the 4, 8, or 16 team tournament that you are running.

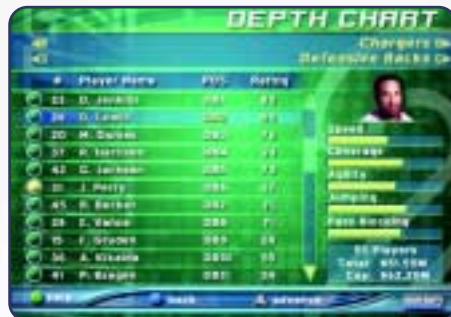


### Season

Take your team through the regular season schedule. Compete for a playoff berth against the best of the league. The three division champions and three wild cards make the playoffs from each conference. Do you have what it takes to make it all the way to the Super Bowl?

### Franchise

Franchise Mode is a lot like Season Mode. You pick your team and go through a full season. But it's at the end of the season where Franchise Mode is different. After the postseason is complete, you will have to make decisions about your team. Players will retire, contracts will be up and free agents will have to be signed, and then there is the college draft. Keep in mind the salary cap as you guide your team from season to season.



### Quick Start

NFL 2K2 will pick two teams at random for a quick exhibition game.



## CUSTOMIZE

NFL 2K2 lets you customize it all. You can design your players and teams, and can even keep tally of your personal in-game records and review the records of other human players.



**Team Create:** This allows you to create an entire team of players of your liking. Can you build a powerhouse program?

**Player Create:** Build your own top prospect. Adjust everything about him, from his face mask all the way down to the kind of shoes he wears!

### Load/Save

On the Main Menu, select Load/Save in the bottom left corner to access loading and saving options. You can also save your settings or delete unwanted files here as well.



## The Sega Sports Pre-Game Show:

While everyone knows their favorite team like the back of their hand, how well do you know the opposition? If the answer is "not too well," don't get too stressed out. The fine folks in the Sega Sports broadcast booth take a little time out before every contest in NFL 2K2 to give you the lowdown on your current personnel, as well as what you'll need to do to put another notch in the win column.

## Keys to the Game

When industry analyst extraordinaire Peter O'Keefe isn't rushing to the buffet table, he's scoping out the league so you don't have to. Before each game, he'll give you his take on who you should keep an eye on, and what to expect based on the match-ups at hand. He may think you're going to move the ball on the ground with ease, that your corners will need to be at their best to keep from giving up big yards, or that your QB is going to have to make every pass count. Whatever he has to say, be sure to soak it all in, as his scouting reports could provide you with that extra edge you'll need.



## Team Ratings

Not too sure about every aspect of your team? Have injuries or player trades changed the face of your roster? Well, thanks to Sega Sports Team Ratings, you'll get an up-to-date evaluation of the different skill positions for both teams before every game. The ratings are based on a 4-star system, and the more stars you have, the better your unit is. Stick with a play style that caters to your best groups, and chances are you'll be well on your way to a productive day... unless of course, you're fielding a team of scrubs. But, hey, there's always next season, right?

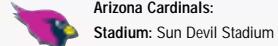
## Team Capsules

Considering there's 31 (soon to be 32) teams in the field this season, knowing your opponent isn't nearly as easy as it used to be. But like any good coach, you should be more than ready to do a little scouting on the opposition. To that end, we've put together team capsules for each NFL franchise, giving you a glimpse at their recent history, style of play, and franchise players.

### Coach's Corner: Playing to Your Strengths

Wondering why you keep getting stuffed, big boy? Well, chances are it's because you're trying to force your team into a style of play that doesn't suit their personnel. When calling plays, be sure to tailor your game to the type of team you're taking onto the field. If they like to run up the middle, chances are you'll get big yards that way. If they like to throw deep, you'll probably find success there, too. But try to make them run outside, or play a short passing game, and it's probably going to a long day out there. If you have great cornerbacks, you can gamble more with blitzes and man-to-man coverage. If you have a great running back, then pound the ball out on the ground. You get the idea. Use the Sega Sports Pre-game Analysis and Team Capsules to help decide the best course of action.

### Arizona Cardinals:



Stadium: Sun Devil Stadium

2000 Record: 3-13

Team Website: <http://www.azcardinals.com>

**Team Overlook:** The Cardinals are a team in need of a hero...well, let's be honest: they need a few. A depleted defense and an aimless offense will cause this team to struggle this season unless they can become more consistent.

**Play Style:** While the Cards can't really move the ball on the ground, a strong O-line and some great receivers should make Plummer look better than he is. Defensively, a weak run defense got weaker, and the secondary isn't much better.

#### Key Players:

**# 89 WR David Boston:** All the things you want out of your # 1 receiver, Boston is big, fast, and makes big plays, but tends to take a few off every now and then.

**# 59 LB Rob Fredrickson:** An under rated defender who's more effective against the pass, Fredrickson plays an aggressive brand of ball and occasionally makes the big play.

**# 32 RB Michael Pittman:** A steadily improving runner who can also make catches out of the backfield, Pittman is a versatile weapon, and should continue to get better this season.

**# 16 QB Jake Plummer:** It's put-up or shut-up time for "The Snake." A mobile QB who loves to improvise, Plummer needs to get it under control.

### Atlanta Falcons:



Stadium: Atlanta Dome

2000 Record: 4-12

Team Website: <http://www.atlantafalcons.com>

**Team Overlook:** The Falcons are hoping that the return of Jamal Anderson and a strong draft can help put them back in the playoff hunt, though the loss of some key personnel on defense will hurt those hopes.

**Play Style:** The Falcons use a bruising running game to open up their passing attack. Defensively, they don't do much against the run and have trouble rushing the passer.

#### Key Players:

**# 32 RB Jamal Anderson:** A big, bruising back who has surprising speed for his style of play. Jamal is a guy who knows how to move the chains.

**# 56 LB Keith Brooking:** A lot of pressure will be on Brooking this season, as the retirement of a key defender leaves him holding the bag, but this explosive playmaker should be up to the task.

**# 34 CB Ray Buchanan:** "Big Play" Ray is the type of player who can kill you when you forget to avoid his side of the field. An exciting, solid defender.

**# 12 QB Chris Chandler:** Most Falcons fans are waiting for Michael Vick to come in and save the day. Chandler is still a solid passer, though he is not very good outside the pocket.

### Baltimore Ravens:



Stadium: PSINET Stadium

2000 Record: 12-4

Team Website: <http://www.ravenszone.net>

**Team Overlook:** Injuries and new personnel have forced the defending Super Bowl champs to accept a shift in their offensive focus, but the defense is still reading from the same page that dominated opponents one year ago.

**Play Style:** They say defense wins championships, and you won't find any evidence to the contrary in this smothering unit that is strong at every position. Offensively, they will rely on Elvis Grbac to lead them in the absence of Jamal Lewis, but it will be tough going.

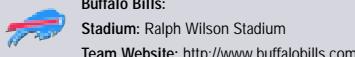
#### Key Players:

**# 58 LB Peter Boulware:** Boulware is a complete package. A stopper who loves to rush the QB, expect him to come into his own this season.

**# 52 LB Ray Lewis:** Last year's Super Bowl MVP, Lewis is a relentless defender with incredible quickness and strength. This guy is a playmaker.

**# 21 CB Chris McAlister:** This is the type of guy you want in your secondary, a playmaker with skills in all the right places. McAlister's only weakness is his tendency to take chances.

**# 75 OT Jonathan Ogden:** One of the best tackles in football, Ogden is not always the most motivated player in the game, but when he is, Jonathan can simply own the line of scrimmage.

**Buffalo Bills:****Stadium:** Ralph Wilson Stadium**2000 Record:** 8-8**Team Website:** <http://www.buffalobills.com>

**Team Overlook:** Their quarterback controversy behind them, the Bills are hoping to move forward in their quest to reclaim the glory of the early 90s, but injuries and free agency make this task easier said than done.

**Play Style:** The Bills have some solid receivers, but opening up lanes and getting them the ball will be difficult without a running game. Defensively, this unit is going to have trouble containing high-powered opponents

**Key Players:**

**# 56 LB Sam Cowart:** One of the league's best 'backers, Cowart is the type of player that can make a big play on almost any down he is in the game.

**# 80 WR Eric Moulds:** A great route-runner who makes some surprising catches, Moulds is a player who makes big grabs on the run and can make big things happen.

**# 81 WR Peerless Price:** While hardly "peerless," Price is a nice compliment to Moulds, and can hurt you deep.

**# 26 CB Antoine Winfield:** He's a bit undersized, but the measure of this man's heart and explosiveness knows no bounds. A solid cover man who hits like a ton of bricks, Winfield is a player.

**Carolina Panthers:****Stadium:** Ericsson Stadium**2000 Record:** 7-9**Team Website:** <http://www.panthers.com>

**Team Overlook:** Once a franchise fueled by defense and several promising young stars, Carolina is a team currently searching for a sense of focus, and resting their hopes on a rookie QB could make for a tumultuous season.

**Play Style:** A good rule on both sides of the ball for this team is substance before style. They're not going to wow you with big plays, but they tend to avoid giving them up, as well.

**Key Players:**

**# 27 FS Dean Grant:** Though he's not the best hitter in the world, Grant plays the ball well and will make some good things happen.

**# 87 WR Muhsin Muhammad:** A playmaker with size and speed, Muhammad just keeps upping his totals. Expect big things from him this season.

**# 85 TE Wesley Walls:** This big man's got the hands to hold off the rush as well as reel in those tough passes. Walls has all the tools.

**# 16 QB Chris Weinke:** Hardly a typical rookie at 29, Weinke is still in a tough spot leading this team, but he's surprisingly calm in the pocket and makes some good throws.

**Chicago Bears:****Stadium:** Chicago Field**2000 Record:** 5-11**Team Website:** <http://www.chicagobears.com>

**Team Overlook:** Like many Bears teams before them, this is a group that lives and dies by the play of their tenacious defense, but unless they can find some answers on offense, it could be a long season for Chicago fans.

**Play Style:** The Bears' offense has a good weapon in Robinson. But unfortunately, with mediocrity at running back and no real threat at quarterback, this franchise will have to continue to rely on the defense to keep it in games.

**Key Players:**

**# 86 WR Marty Booker:** This guy is a load, and uses his strength to muscle the ball in for some nice catches. A good option underneath if the D is overplaying Robinson.

**# 21 CB R.W. McQuarters:** A cover corner who was a bit of a bust coming out of college. Expect to see McQuarters make some strides this year.

**# 88 WR Marcus Robinson:** A prototypical wide receiver with all the skills, Robinson is a threat every time the ball is thrown his way.

**# 54 LB Brian Urlacher:** Few players dominate the field like Brian Urlacher. An intimidating hitter who can defend the pass and track down the run, this guy is all over the ball every play.

**Cincinnati Bengals:****Stadium:** Paul Brown Stadium**2000 Record:** 4-12**Team Website:** <http://www.bengals.com>

**Team Overlook:** The retention of several rising stars on offense and the acquisition of a new QB have hopes a bit higher in Cincy this season, but unless the defense can find a way to be more effective against the pass, it will be a long year.

**Play Style:** The Bengals love to pound the ball between the tackles, and have a strong group of young linebackers, but give up too much against the pass, and need to find a way to move the ball in the air.

**Key Players:**

**# 28 RB Corey Dillon:** A power runner with a hefty dose of speed, Dillon tears up the field like few other backs in this league, and is also a decent receiver out of the backfield.

**# 86 WR Darnay Scott:** Coming off a season ending injury, big things are expected from this speedy big-play receiver, as his heroics should free up Peter Warrick underneath,

**# 56 LB Brian Simmons:** Coming back from a season ending knee injury will be tough, but if anyone is up to it, it's the athletic Simmons. This guy knows how to find the ball.

**# 51 LB Takeo Spikes:** An aggressive, powerful player who plays well against the run and the pass, Spikes is the leader of this defense.

**Cleveland Browns:****Stadium:** Cleveland Browns Stadium**2000 Record:** 3-13**Team Website:** <http://www.clevelandbrowns.com>

**Team Overlook:** While the defense just keeps getting stronger, the offense just keeps getting...mediocre. The Browns hope a new coach and some new acquisitions can help get them out of the cellar.

**Play Style:** Cleveland's defense has a chance to dominate the line of scrimmage, and if Couch can step up, they just might have some bite in the air this season.

**Key Players:**

**# 92 DE Courtney Brown:** Teams tried to handle Brown with double teams last season, but with Gerard Warren in the middle, Cleveland fans should see Brown have a breakout year.

**# 2 QB Tim Couch:** It's not that Couch is great at anything, it's just that he's good at almost everything. With a little help, he could be a threat in this league.

**# 24 CB Corey Fuller:** Though teams love to test him, Fuller finds a way to knock down passes. Though a bit undersized, this guy gets it done.

**# 57 LB Dwayne Rudd:** A finesse player with great speed and reaction time, Rudd won't wow you with his power, but finds a way to make plays.

**Dallas Cowboys:****Stadium:** Dallas Stadium**2000 Record:** 5-11**Team Website:** <http://www.dallascowboys.com>

**Team Overlook:** Once one of the NFC's perennial powerhouses, the Cowboys have lost several key players, and are in the midst of a rebuilding phase.

**Play Style:** Emmitt is still Emmitt and big Larry Allen is still a handful, but unless Carter steps up and leads the charge, this team is in trouble, as the defense can't do much to keep this team competitive.

**Key Players:**

**# 73 OG Larry Allen:** One of the best guards to ever play the game, Allen is a big part of this team's success on the ground, and also does a great job in the pass blocking department.

**# 17 QB Quincy Carter:** This mobile rookie QB may have a lot of moves, but unless he matures quickly, he'll end up on the bench quicker than you can say "Don't mess with Texas."

**# 52 LB Dexter Coakley:** An undersized playmaker with great athletic ability, Coakley might not be able to take on blockers, but he still finds a way to make big stops.

**# 22 RB Emmitt Smith:** One of the best backs in the history of the league, Smith isn't getting any younger, but is a smart, savvy runner who still gains ground.

**Denver Broncos:****Stadium:** Invesco Field**2000 Record:** 11-5**Team Website:** <http://www.denverbroncos.com>

**Team Overlook:** The Broncos have a new stadium and a new look on defense, but the same old winning attitude. Expect them to go far this season.

**Play Style:** Defensively, this team gives up a lot of yards, but The offense features one of the best QBs in the league, as well as THREE solid running backs at their disposal.

**Key Players:**

**# 38 RB Mike Anderson:** A tough back who loves to wear out opposing defenders, Anderson exploded onto the scene last season and continues to improve behind a solid line.

**# 14 QB Brian Griese:** His QB rating was second to none last season, and though he's not as flashy as some, Griese is living up to the Mile High tradition, finding a way to win each week.

**# 93 DT Trevor Pryce:** If anyone knows how to get to the QB, it's Pryce. This big, athletic lineman has opposing QBs quaking in their cleats.

**# 80 WR Rod Smith:** A deceptively quick playmaker, Smith can take you deep, but also loves to help clear the path for the running gamer as a blocker.

**Detroit Lions:****Stadium:** Pontiac Silverdome**2000 Record:** 9-7**Team Website:** <http://www.detroitlions.com>

**Team Overlook:** The Lions are a team in transition, and after a solid year in 2000, a new front office hopes that their new direction will be a positive one.

**Play Style:** The Detroit defense knows how to shut you down, but unfortunately, the Detroit offense knows how to shut itself down, too.

**Key Players:**

**# 10 QB Charlie Batch:** A strong-armed quarterback who's fairly mobile, Batch hasn't bounced back from injury in recent years, and is a bit too jumpy.

**# 57 LB Stephen Boyd:** Boyd isn't the best athlete in the league, but man, does this guy have a feel for the game.

**# 23 CB Terry Fair:** While you have to be concerned with his run coverage, Fair handles the pass with the best of 'em.

**# 34 RB James Stewart:** In Stewart, the Lions have a workhorse who won't wow you with his moves, but has no trouble helping wear down opposing defenses.

**Green Bay Packers:****Stadium:** Lambeau Field**2000 Record:** 9-7**Team Website:** <http://www.packers.com>

**Team Overlook:** The Pack finished strong in 2000, and managed to hold on to several key free agents. Expect them to be a major contender this season.

**Play Style:** While their defenders will occasionally give up costly big plays, this team can run the football, and Favre can move the ball under pressure like few QBs in the league.

**Key Players:**

**# 36 SS LeRoy Butler:** A hard-nosed intimidator who has lost a step at 33, but is still one of the game's best safeties.

**# 4 QB Brett Favre:** Toughness incarnate, Favre has an incredible arm and more than enough confidence to use it. A proven winner.

**# 86 WR Antonio Freeman:** While he seems to have lost a bit of his fire, Freeman can still burn you with his clutch catches and RAC ability.

**# 30 RB Ahman Green:** A speedy north-south runner who is also a favorite target out of the backfield, Green finally came into his own last season, and should continue to improve.

**Indianapolis Colts:****Stadium:** RCA Dome**2000 Record:** 10-6**Team Website:** <http://www.colts.com>

**Team Overlook:** A team with a lot of weapons, the only thing that seems to be stopping the Colts is their own ability to perform when their season is on the line. If they find a way to come through in big game situations, look out.

**Play Style:** If there's one thing you can count on, it's that the Colts are going to light up the scoreboard. With major offensive firepower at every key position, this team is never shy about engaging in a shootout.

**Key Players:**

**# 18 QB Peyton Manning:** Arguably the league's best passer, Manning is a smart, fearless player who knows how to get things done.

**# 32 RB Edgerrin James:** An excellent compliment to Manning in the backfield, "Edge" is routinely at the top of the heap for both rushing and receiving yards at his position.

**# 88 WR Marvin Harrison:** One of the league's deadliest big-play receivers, Harrison combines lightning quick speed with size and incredible hands.

**# 37 SS Chad Cota:** This guy is one tough customer. His leadership and athletic skills will be key to helping this defense hold at those crucial moments.

**Jacksonville Jaguars:****Stadium:** ALLTEL Stadium**2000 Record:** 7-9**Team Website:** <http://www.jaguars.com>

**Team Overlook:** The Jags are a team with a handful of players most offensive coordinators would give a finger to work with, but the question is, can they stay healthy long enough to capitalize.

**Play Style:** A punishing running game and a high-profile passing attack tend to overshadow a VERY solid, albeit injury prone, defense.

**Key Players:**

**# 7 QB Aaron Beasley:** What he lacks in terms of speed, Beasley makes up for in determination and ball skills that make other corners green with envy.

**# 71 OT Toni Boselli:** As offensive linemen go, you'd be hard-pressed to find a better tackle than Boselli when he's healthy. This guy is incredible.

**# 8 QB Mark Brunell:** While he doesn't have the greatest arm in the world, Brunell is a very mobile QB who is a natural leader on the field.

**# 28 RB Fred Taylor:** If only this guy could stay healthy! Taylor is an animal with speed and power to burn who is a threat as a runner and receiver.

**Kansas City Chiefs:****Stadium:** Arrowhead Stadium**2000 Record:** 7-9**Team Website:** <http://www.kcchiefs.com>

**Team Overlook:** A team with talent that simultaneously lacks balance in key areas, the Chiefs may surprise some people this season... but then again, they might not.

**Play Style:** A strong passing team that, depending on whether or not the running game decides to show up, can be a threat offensively. On the other side of the ball, they tend to be pretty average.

**Key Players:**

**# 59 LB Donnie Edwards:** A do-it-all playmaker who leaves it all on the field, Edwards is a solid play-maker with above average instincts.

**# 10 QB Trent Green:** An an accurate leader who can make things happen, Green could stand to pull the trigger a bit quicker.

**# 88 TE Tony Gonzalez:** One of the best receiving TEs in NFL history, Gonzalez is the type of weapon every quarterback dreams of.

**# 31 RB Priest Holmes:** A versatile back who has questions about his durability, Holmes could be a major contributor this season.



#### Miami Dolphins:

Stadium: Pro Player Stadium

2000 Record: 11-5

Team Website: <http://www.miamidolphins.com>

**Team Overlook:** A tough team that has a shot at the Super Bowl this season, the Dolphins are a team to keep an eye on. Assuming they can find some direction, that is.

**Play Style:** While no one wants to play Miami, no one wants to watch them either, as a great defense and a solid rushing attack are offset by an ineffective passing game.

#### Key Players:

**# 29 CB Sam Madison:** Is there a better corner in the league than Madison? Throwing to his side of the field is risky, risky business.

**# 26 RB Lamar Smith:** A rumbling, stumbling, ball-control beast, Smith isn't the flashiest back on earth, but he'll get you the yards.

**# 99 DE Jason Taylor:** A speed rusher who always seems to be in the QB's face, Taylor is a force on the line.

**# 54 LB Zach Thomas:** An undersized player who plays big, Thomas has all the intangibles that coaches love.



#### Minnesota Vikings:

Stadium: H.H. Humphrey Metrodome

2000 Record: 11-5

Team Website: <http://www.vikings.com>

**Team Overlook:** Always the bridesmaid, never the bride. A team facing a lot of adversity this season, the Vikings need to pull together and make the most of their talents.

**Play Style:** If they can move the ball in the air, this team usually wins. If not, well, hey, at least they can try again next week, right?

#### Key Players:

**# 84 WR Randy Moss:** A speedy, athletically gifted receiver who is known for burning defenses deep, Moss commands respect like few others. May well be the very best in the game.

**# 80 WR Cris Carter:** This veteran is a textbook possession receiver who knows how to move the chains, and always comes up big when his team needs him.

**# 11 QB Daunte Culpepper:** A real freak of nature, Culpepper has linebacker size, incredible mobility, and a strong arm, but his decision-making could be better.

**# 24 SS Robert Griffith:** A great player who loves to hit, Griffith is the glue that holds this defense together.



#### New England Patriots:

Stadium: Boston Stadium

2000 Record: 5-11

Team Website: <http://www.patriots.com>

**Team Overlook:** A team that always seems to be a few players away from respectability, the Pats find themselves short-handed yet again this season.

**Play Style:** While they can pass, and their secondary is second to none, this team can't run, and doesn't do much to stop opposing teams from showing them how the hard way.

#### Key Players:

**# 11 QB Drew Bledsoe:** Bledsoe has an incredible cannon, but doesn't seem to come through in the clutch, and rarely gets the protection he needs to produce.

**# 80 WR Troy Brown:** This little guy is all heart, and despite not being the most physically gifted player at his position, he seems to keep coming up big when it counts.

**# 24 CB Ty Law:** Though somewhat inconsistent, Law can be a monster when he comes to play, shutting down his side of the field.

**# 36 SS Lawyer Milloy:** Unquestionably the leader of this defense, Milloy hits like a truck and does a good job in coverage, as well.



#### New Orleans Saints:

Stadium: New Orleans Dome

2000 Record: 10-6

Team Website: <http://www.neworleanssaints.com>

**Team Overlook:** 2000 saw the Saints emerge as one of the NFC's most dominant teams, and even bigger things are expected this season.

**Play Style:** A tough running game, an even tougher defense, and a pair of top-notch QBs make this a team to fear down the stretch.

#### Key Players:

**# 2 QB Aaron Brooks:** Brooks came out of nowhere last season to show off his gifted arm, athleticism, and surprising confidence. The question is: can he keep it up for an entire season?

**# 99 DE Norman Hand:** A suffocating run defender who makes room for teammates to get after the QB, Hand is the type of blue-collar player that makes everyone around him better.

**# 77 OT Willie Roaf:** A big part of Williams success has to do with big Willie Roaf clearing the way. As solid as they come, this guy is a real force on one of the best lines in football.

**# 34 RB Ricky Williams:** A power back with surprising quickness, Williams is an intimidating force when he's healthy and mentally ready to play.



#### New York Giants:

Stadium: Giants Stadium

2000 Record: 12-4

Team Website: <http://www.giants.com>

**Team Overlook:** The NFC Champion surprised teams late, but will be on everyone's radar this season as they try to lay claim to the NFL throne this go 'round.

**Play Style:** A dominant defense that features great pass-rushing and solid pass coverage, coupled with a 1-2 backfield punch on offense, spells success for this team.

#### Key Players:

**# 98 LB Jessie Armstead:** Leading the team in tackles last season, Armstead's great speed and instincts served him well in a solid defensive unit.

**# 21 RB Tiki Barber:** The lightning half of New York's rushing attack, Barber has blazing speed and good hands. This guy is always making something happen.

**# 31 CB Jason Sehorn:** Though injuries have hurt his effectiveness, Sehorn is still a solid cover man who comes up big when needed most.

**# 92 DE Michael Strahan:** When he comes to play, the other guy might as well not show up, as few can stop Strahan when he's motivated.



#### New York Jets:

Stadium: Jets Stadium

2000 Record: 9-7

Team Website: <http://www.newyorkjets.com>

**Team Overlook:** There's lots of talent here, and the Jets are a team that look good on paper, but unless they can find a way to remain consistent on both sides of the ball, this season might be a waste of time.

**Play Style:** New York plays an aggressive brand of defensive football, and can move the ball on the ground, but needs a consistent big play threat through the air to help open things up.

#### Key Players:

**# 94 DE John Abraham:** A sack master who saw his rookie season come to an early end, expect Abraham to return to form quickly and put the hurt on opposing QBs.

**# 55 LB Marvin Jones:** A hard hitting run-stopper who also has a nose for the pass, Jones is an underrated defender with a mean streak.

**# 28 RB Curtis Martin:** A speedy back who can run inside as well as outside, and is a major threat in the air, Martin does it all.

**# 16 QB Vinny Testaverde:** Vinny is a veteran QB who can still wing it up there, but despite all his late game heroics, he still makes too many mistakes.

**Oakland Raiders:**

Stadium: Network Associates Coliseum

2000 Record: 12-4

Team Website: <http://www.raiders.com>

**Team Overlook:** The Raiders fell just short of a Super Bowl berth, and you can bet they'll be eager to make up for a disappointing end to a solid regular season.

**Play Style:** With a solid defense that gives opposing QBs headaches and a deadly offense with more weapons than you can count, the Raiders are armed to the teeth.

**Key Players:**

**# 12 QB Rich Gannon:** A mobile quarterback whose primary strength lies in the fact that his experience has taught him it is better to be safe than sorry, Gannon is always finding a way to win.

**# 96 DT Darrell Russell:** This big man has great strength and quickness, but has problems performing game-in and game-out.

**# 47 RB Tyrone Wheatley:** A hard runner with moves that belie his size and strength, Wheatley pounds the ball forward with authority.

**# 21 CB Charles Woodson:** Though double moves will get Charles from time to time, he is a great cover man with comparable run-stopping skills who can tackle, making him one of the league's best.

**Philadelphia Eagles:**

Stadium: Veterans Stadium

2000 Record: 11-5

Team Website: <http://www.philadelphiaeagles.com>

**Team Overlook:** And up-and-comer in the NFC. If the Eagles can pull it all together, they seem to have all the tools to become a major player this season.

**Play Style:** Led by the mobile McNabb, the offense can be deadly, and the defense is stingy at every position.

**Key Players:**

**# 5 QB Donovan McNabb:** A strong, mobile passer who is always coming through in the clutch, McNabb is a rising star, but needs to improve his accuracy.

**# 22 RB Duce Staley:** A versatile back with good quickness and solid hands, Staley is a determined runner who finds a way to push the ball forward.

**# 53 DE Hugh Douglas:** A speed rusher who is improving against the run, Douglas is a real force for this defense.

**# 54 LB Jeremiah Trotter:** A dominant player with great speed for his size, Trotter looks like he's developing into the real deal.

**Pittsburgh Steelers:**

Stadium: Pittsburgh Stadium

2000 Record: 9-7

Team Website: <http://www.steelers.com>

**Team Overlook:** Though they got off to a slow start in 2000, the Steelers saw a promising turnaround near the season's end, and seem to have a good core to build on.

**Play Style:** Defensively, this team has an incredible core of linebackers. Offensively, unless Stewart matures, they will only go as far as Bettis can carry them.

**Key Players:**

**# 36 RB Jerome Bettis:** "The Bus" is a bowling ball of a back who is makes defenders pay for having the audacity to try and tackle him.

**# 10 RB Kordell Stewart:** An amazing athlete with a great arm, Stewart is a little maturity and patience away from being a star.

**# 50 LB Earl Holmes:** Holmes doesn't like you, which is exactly why Steelers fans love him. An intimidator and solid tackler, this guy is a stopper.

**# 92 LB Jason Gildon:** One of the AFC's best pass rushers, Gildon is a Pro Bowl performer who always seems to be stopping the offense for a loss.

**San Diego Chargers:**

Stadium: Qualcomm Stadium

2000 Record: 1-15

Team Website: <http://www.chargers.com>

**Team Overlook:** Overlook: While some teams were bad last season, the Chargers were absolutely pathetic. They're hoping some off-season acquisitions will give them a shot in the arm, but it will need to be a pretty big shot.

**Play Style:** Defensively, this team is absolutely incredible against the run, and can stop the pass as well, but the team will need production from offensive newcomers to make an impact.

**Key Players:**

**# 7 QB Doug Flutie:** When he's not promoting Flutie Flakes, Doug is making amazing plays. This undersized QB has a huge heart, and gives his all every week.

**# 55 LB Junior Seau:** Arguably the best defender in the game today, Seau is as intense as they come and has great instincts.

**# 21 RB LaDainian Tomlinson:** This slippery rookie many compare to the Cowboys' Emmitt Smith could be an immediate impact player behind a solid offensive line.

**# 75 DE Marcellus Wiley:** A fast, strong end with an amazing upside, Wiley is rapidly becoming one of the league's best.

**San Francisco 49ers:**

Stadium: 3Com Park

2000 Record: 6-10

Team Website: <http://www.sf49ers.com>

**Team Overlook:** A short rebuilding phase apparently behind them, the 49ers seem poised to return to power in the NFL if their offense can recover from some key losses.

**Play Style:** A high-powered passing attack led by Garcia and Owens, a solid line, and some promising runners help the defense make up for its lack of experience.

**Key Players:**

**# 5 QB Jeff Garcia:** The latest in a long line of 'Niner great QBs, Garcia loves to air it out, but can run the ball if he has to.

**# 81 WR Terrell Owens:** While not as fast as most players at his position, Owens is as strong as an ox, and is a load to bring down.

**# 29 CB Ahmed Plummer:** Despite his lack of experience, this young corner plays the pass like a vet and seems to get better every game.

**# 97 DT Bryant Young:** A dominant inside rusher, Young is a true leader who has all the intangibles to lead this young defense.

**Seattle Seahawks:**

Stadium: Husky Stadium

2000 Record: 6-10

Team Website: <http://www.seahawks.com>

**Team Overlook:** Fans in "The Emerald City" might finally have reason for optimism. Also-rans in the AFC West for the better part of a decade, the Seahawks have slowly been putting the right personnel in place - both in the front office and on the field.

**Play Style:** The offense has undergone a major overhaul in the past 18 months, so it remains to be seen whether or not they'll be able to effectively run the difficult-to-learn West Coast offense. The defense is still strong, but will likely begin showing signs of age.

**Key Players:**

**# 94 LB Chad Brown:** An explosive player who will make opposing quarterbacks think twice about checking that receiver one last time, Brown is the real deal.

**# 8 QB Matt Hasselbeck:** An athletic gunner who throws well on the run, the only thing he lacks is big game experience.

**# 24 CB Shawn Springs:** A cover corner who plays the run as well as anyone, if Springs can return to 1999 form, he is one of the league's best.

**# 32 RB Ricky Watters:** A durable workhorse who is a tad on the selfish side, Watters can run the ball as well as catch it out of the backfield and continues to produce despite his age.

**St. Louis Rams:****Stadium:** St. Louis Dome**2000 Record:** 10-6**Team Website:** <http://www.stlouisrams.com>

**Team Overlook:** While injuries slowed them down last year, don't expect the bad luck to continue for the Rams, who should be back to form this season.

**Play Style:** While it's hard to ignore weapons like Faulk, Warner, and Bruce, you've got to love what this team has done to strengthen its defense, which should be one of the league's best this year.

**Key Players:**

**# 80 WR Isaac Bruce:** While he isn't exactly the fastest guy out there, Bruce has a knack for finding the ball and avoid tacklers.

**# 28 RB Marshall Faulk:** One of the league's best, Faulk is known as one of the biggest threats in the league, and can beat you on the ground or through the air.

**# 13 QB Kurt Warner:** After coming out of nowhere to lead the Rams to a Super Bowl title, Warner continues to show off his strength, accuracy, and ability to read defenses.

**# 35 CB Aeneas Williams:** While he may have lost a step or two, this veteran defender is as smart as they come, and will make some big plays for this defense.

**Tampa Bay Buccaneers:****Stadium:** Raymond James Stadium**2000 Record:** 10-6**Team Website:** <http://www.buccaneers.com>

**Team Overlook:** It's put-up or shut-up time for the Bucs, who finally have a solid decision-maker at QB. Their long-overdue run at the Super Bowl is closer than ever.

**Play Style:** A defense this good makes the offense's job easier, but that hasn't stopped the one-dimensional Bucs from struggling.

**Key Players:**

**# 56 LB Derrick Brooks:** He's not going to get you a lot of sacks, but Brooks covers the pass as well as anyone, and is always making plays.

**# 28 RB Warrick Dunn:** Quicker than a hiccup, Dunn isn't so much hard to bring down as he is hard to catch. An exciting performer.

**# 7 PK Martin Gramatica:** 'Automatica' has been one of Tampa's main weapons due to a lack of TDs from the rest of the offense, but he can nail them deep and loves the game.

**# 99 DT Warren Sapp:** It's a rare player that has Sapp's size and quickness in one package, and this human wrecking ball handles it with ease.

**Tennessee Titans:****Stadium:** Tennessee Stadium**2000 Record:** 13-3**Team Website:** <http://www.titansonline.com>

**Team Overlook:** The NFL's best team during the regular season folded like a card table in the postseason and will look for answers on the field this year.

**Play Style:** A dominant running game and an impressive defense make this Tennessee team go, but they need to find a passing attack in a hurry.

**Key Players:**

**# 27 RB Eddie George:** A punishing runner who has amazing agility for a player his size, George is a man among boys.

**# 90 DE Jevon Kearse:** This slithery speed rusher was already a dominant force, but the addition of Carter should unleash "The Freak" like never before.

**# 56 LB Randall Godfrey:** A sideline-to-sideline player, Godfrey is a run stuffing madman who also knows how to find the QB.

**# 37 CB Samari Rolle:** Perhaps the league's best cover corner, Rolle's only knock is that he likes the spotlight a bit too much. If he settles down and becomes more of a team player, look out.

**Washington Redskins:****Stadium:** Washington Field**2000 Record:** 8-8**Team Website:** <http://www.redskins.com>

**Team Overlook:** An organization that won't take "no" for an answer may have to stop asking questions for the time being, as this team still has yet to find a leader.

**Play Style:** While Davis and George are legitimate weapons and Bailey and Arrington seem to be on the verge, nearly everywhere else is problematic for the up-and-down 'Skins'.

**Key Players:**

**# 24 CB Champ Bailey:** One of the league's best at corner, Bailey is an all-out performer who just keeps getting better.

**# 48 RB Stephen Davis:** While questions about his health and toughness have kept him from being mentioned with the NFL's elite, Davis is still a solid runner with a lot of power.

**# 3 QB Jeff George:** If George would listen to his offensive coordinator more than he listened to his incredible arm, he might be able to carry this team to greatness.

**# 82 WR Michael Westbrook:** This high-energy WR can be a game-breaker when he has his helmet screwed on tight. The 'Skins offensive may rest on how he bounces back from knee surgery.

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